ALL-NEW! ALL-ACTION! ALL-SEGA!

sonic the comic

No. 4 10th JULY 1993
Every Fortnight

95p

Britain's OFFICIAL SEGA COMIC

starring SONIC THE HEDGEHOG

with GOLDEN AXE

and WONDER BOY

plus SHINOBI

CLAWS OF THE MONKEY KING!

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NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

You're amazing! No sooner had I mentioned in my last Welcome Screen that the humes-who-think-they-are-in-charge had been deluged by your letters and drawings, than another tidal wave of them arrived, absolutely swamping the humes. It's a lot quieter round here at the moment. Way to go, Boomers!

If the humes were not buried under your letters I know they'd want me to thank each and every one of you who have taken the time to write or draw something. We'd like to reply to each of you personally but if we did there'd be no time to bring out STC! So please accept our heartfelt thanks and look out for the best letters and drawings in Speedlines.

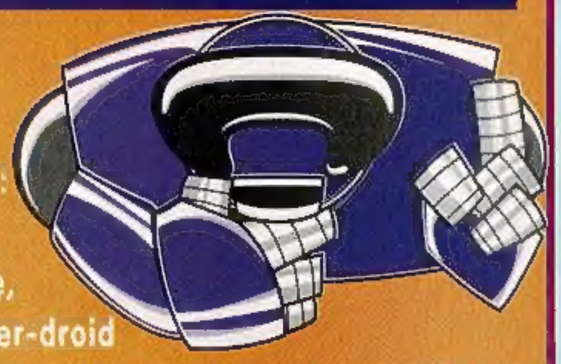
One thing may of you wanted to know more about was yours truly, Megadroid. Therefore, due to popular demand (at least two of you), I present the definitive guide to my amazing self elsewhere on this page.

For those of you not wishing to be dazzled by such a fabulous profile (hey, where's everyone going?) there are the latest sensational stories of SONIC, GOLDEN AXE, SHINOBI and WONDER BOY to be devoured.

Sheesh, the things a droid has to do to be noticed!

Megadroid

Meet Megadroid!



NAME: Megadroid
DESIGNATION: Multimedia, multi-purpose, editorial server-droid with enhanced graphics and sound capabilities.
OPERATING SYSTEM: Classified prototype.
MEMORY/STORAGE: Classified, but known to run into gigabytes.
COMPATIBLE WITH: All current and future Sega formats.
ORIGIN: Created during a freak accident in a highly secret research lab. All that is known is that a bolt of lightning struck the lab during the test run of an advanced artificial intelligence program. A nearby Mega Drive, used by the scientists during off-duty breaks, seems to have been caught up in the resulting blast. Mysteriously, the scientists and all their notes and computer records have since disappeared. Foul play is suspected.

Megadroid must have escaped the fate of the scientists somehow. All that is known is that, one day, he appeared in the STC offices. With his massive databanks of information on Sega games and characters he was immediately put to work - cleaning the desks and scrubbing the floors!

To this day Megadroid is convinced he is undervalued, underused and better than any of the humans ('humes') running STC!

FAVOURITE COMIC: What do you think?
FAVOURITE FOOD: Plastic, aluminium, glass (he has built-in re-cycling units).
FAVOURITE SEGA GAME OF THE MOMENT: Flashback (MD).

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

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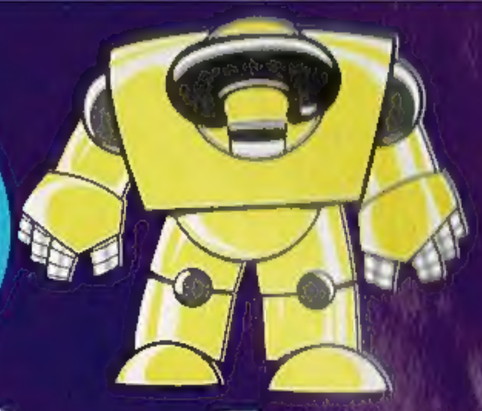


The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up ▲ down ▼ non mover — new entry NEW re-entry RE

MEGA DRIVE

1	NEW	FLASHBACK
2	▼	SUPER KICK OFF
3	NEW	FATAL FURY
4	RE	ECCO THE DOLPHIN
5	▼	PGA TOUR GOLF 2
6	▼	TINY TOONS: BUSTER'S TREASURE
7	—	SONIC THE HEDGEHOG 2
8	▼	ROAD RASH 2
9	RE	STREETS OF RAGE 2
10	RE	DESERT STRIKE

MASTER SYSTEM

1	▲	SONIC THE HEDGEHOG 2
2	▼	MICKEY MOUSE 2
3	▲	TAZMANIA
4	▼	LEMMINGS
5	▼	ALIEN STORM
6	▲	WIMBLEDON TENNIS
7	▲	G-LOC
8	▼	DARIUS 2
9	NEW	TECMO WORLD CUP
10	RE	ALIEN 3

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	▲	MICKEY MOUSE 2
3	—	LEMMINGS
4	▼	MICK & MACK: GLOBAL GLADIATORS
5	▲	STREETS OF RAGE
6	RE	BATMAN RETURNS
7	▼	SUPER KICK OFF
8	▼	TAZMANIA
9	▼	SUPER MONACO GRAND PRIX
10	RE	CHUCK ROCK

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

THE EMERALD HILL ZONE.

I'M TELLING YOU, STRIPES, IT WAS SONIC FOR SURE. WHO ELSE CAN SPIN LIKE THAT?

AND YOU'RE SURE HE WAS HEADING THIS WAY, RUFF?

SHEESH! HOW MANY TIMES DO I HAVE TO SAY IT?

YES! I'M SURE THIS IS THE RIGHT WAY, AND IT WAS DEFINITELY...

...SONIC?

SONIC'S FREAKED OUT! RUN FOR IT!

HA HA HA HA

Sonic THE HEDGEHOG

DAY OF THE BADNIKS

Script: Nigel Kitching Art: Ed Hillyer Lettering: Elitta Fell

SONIC!
SONIC, WAIT!

YOU KNOW I CAN'T KEEP UP WITH YOU...
OOOPP!

SONIC STOP! THERE'S SOMETHING I'VE GOT TO TELL YOU!

MAKE IT QUICK, TAILS, I GOT PLACES TO GO...

SPROINGG!

A COUPLE OF THE GUYS SAY THEY SAW YOU DESTROYING ONE OF THE GATEWAYS TO THE SPECIAL ZONE...

HEY...

I MEAN, I KNOW IT COULDN'T HAVE BEEN YOU AND EVERYTHING, BUT YOU KNOW HOW PEOPLE ARE...

HEY! DON'T HASSLE ME, KID...

...I'LL TAKE CARE OF IT!

WELL HE DID LOOK A LOT *BIGGER* THAN SONIC...

LOOK, WHO *ELSE* DO YOU KNOW HAS THOSE CRAZY SPIKES?

BADNIKS!

OH NO!

RUN FOR IT, RUFF!

TOO LATE, STRIPES. I'M DONE FOR!

CLANG!!

CLANG!

ORGANIC BATTERY SUCCESSFULLY INSTALLED. PROCEEDING TO RENDEZVOUS.

NO DOUBT ABOUT IT. STAR POST IS MISSING.

WELL, WHATEVER DID IT IS BOUND TO BE MILES AWAY BY NOW.

KBLAM!

YOU REALLY THINK SO, EH?

STAYTHEREKID. KEEPOUTOFMYWAY.

BDDANG!

YEEEOWW!

I...I JUST CAN'T LET SONIC FACE THAT BADNIK ALONE...

UH, OH...

FSSHH!

AARGH!

I'VE JUST GOT TO DO SOME-THING!

ONLY ONE CHANCE...

DON'T WORRY, SONIC. I'LL SAVE YOU!

TAILS?

CRUNCH!

OOF! NICE GOING, PIXEL BRAIN...

OH NO! WHAT HAVE I DONE?

ORGANIC BATTERY SUCCESSFULLY INSTALLED.

CLANG!

THIS IS ALL MY FAULT! IT'S UP TO ME TO SAVE SONIC!

ER, THAT IS...

DON'T CONCERN YOURSELF, TAILS...

I HAVEN'T FORGOTTEN YOU ESCAPED ME LAST TIME!*

ROBOTNIK!

*SEE STC No 2 – MEGADROID.

QUITE AN IMPROVEMENT, WOULDN'T YOU SAY?

THE SPIKEBALL WILL CERTAINLY BE A LOT MORE USE TO ME THIS WAY.

AND I'M GOING TO NEED ALL THE HELP I CAN GET COLLECTING THESE THINGS.

THE STAR POSTS? WHY DO YOU NEED THEM?

WELL, CONSIDERING THE SPECIAL ZONE IS MY NEW BASE OF OPERATIONS, I DON'T WANT ANY UNINVITED GUESTS.

AND SINCE THE STAR POSTS PROVIDE THE ONLY WAY IN, I THOUGHT I SHOULD MAKE SURE I EGG-STERMINATED THEM ALL!

SO THAT'S IT!

WHA-? WHO?

YOU DIDN'T THINK THIS TIN OVERCOAT WOULD BE ABLE TO CONTROL ME, DID YOU?

WELL, YES I DID, ACTUALLY.

RELEASE EVERBODY, NOW! OR WOULD YOU RATHER SEE WHAT HAPPENS WHEN I TRY A SUPERSONIC SPIN WHILE I'M HOLDING YOUR MOUSTACHE?

EVEN YOUR FANCY METAL SUIT WON'T SAVE YOU, EGG-BREATH!

BAH! I'LL GET YOU FOR THIS, YOU BLUE PIN-CUSHION!

TEMPER, TEMPER, EGGHEAD!

ROBOTNIK! HE'S GOT JET BOOTS! HE'S GETTING AWAY!

I'LL BE BACK, SONIC! I HAVE BIG PLANS-*BIG* PLANS!

NAME THE TIME AND PLACE, *I'LL BE READY!*

NEXT ISSUE: *LOST IN THE LABYRINTH ZONE!*

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE: Tony Takoushi.

WONDER BOY IN MONSTER WORLD

game type:
DRIVING
1 - 2 PLAYERS

MS

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

WONDER BOY IN MONSTER WORLD is a conversion from the Mega Drive game of the same name. It has all the same gorgeous graphics, twinkly tunes and stupidly addictive gameplay. WONDER BOY now has far more arcade action and fiendish puzzles to solve than ever before.

You are Shion and you have to rid Monster World of an invading army of monsters. You start with just your trusty sword and the most basic boots and clothing.

As you progress through this arcade/adventure romp you have to destroy the weird creatures that confront you.They will release gold coins or hearts to top up your strength. Gold coins can be exchanged in shops for power-ups and extra weapons.

You can call up your vital statistics at any time by hitting the Start button. You then access a series of drop-down menus where you can access weapons, shields, armour, boots, magic and items collected along the way. As you pick them up your drop-down menu will show them as collected and you can pick and choose at will. One of the nicer touches is the choice of magic spells you have, with thunder, earthquakes and firestorms to name but three.

Overall WONDER BOY IN MONSTER WORLD is another classic and if you have any of the previous games then you must get this, it really is that good.

If you are a newcomer to the WONDER BOY series then welcome, you couldn't ask for a better introduction (unless you read the WONDER BOY strip in STC! - Megadroid.) - TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 65
SOUND 60
PLAYABILITY 75

RAVES: Addictive action and puzzles
GRAVES: Slow to get in to

OVERALL 80%

STREETS OF RAGE 2

game type:
FIGHTING
1 - 2 PLAYERS

GG

If you thought STREETS OF RAGE was good then wipe those sweaty palms dry and prepare for round 2!

STREETS OF RAGE 2 is amazing!

It is one year on from the original battle and the evil Syndicate has resurrected itself. Mr X, the head honcho, has kidnapped Adam. Now Blaze and Axel, along with Adam's younger brother, Skate, set out to rescue him.

There is a full options menu with choice of difficulty levels, number of lives, music tracks and sound effects.

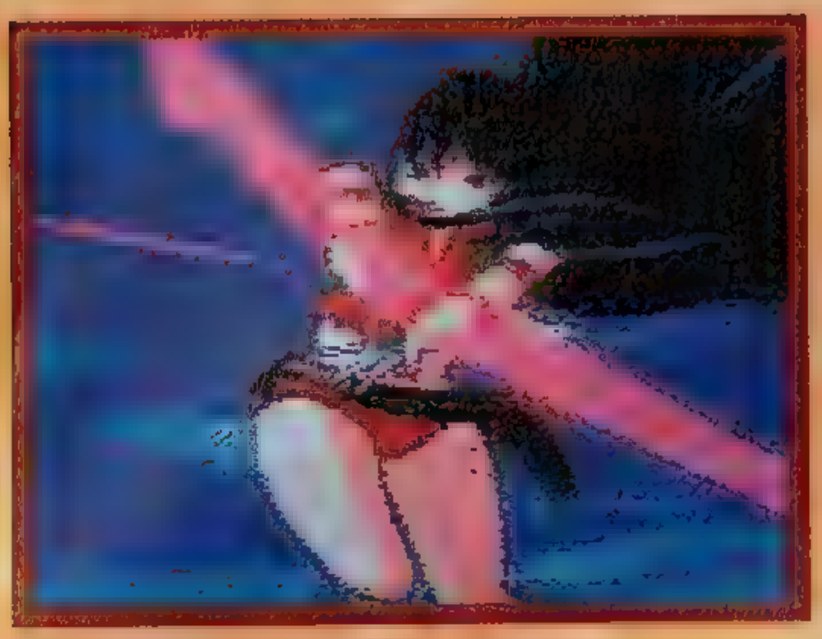
Before starting the game you can choose to control Axel, Skate or Blaze. Each character has their own set of skills, strengths and weaknesses. Another nice touch in this follow-up are the special moves each character has, so there is plenty to do and explore with each of the three characters.

All the standard-issue weapons are there, with knives and poles. You also get to top up your energy by picking up food.

Mr X's thugs are as nasty as ever and they now attack in faster and more vicious combos.You can no longer just jump kick everyone in sight, you actually have to start timing and thinking about some moves!

There is a two player option where you can link up two Game Gears with the cable accessory and really get serious.

Music is by the legendary Yuzo Kushiro who did the Mega Drive tunes and the Game Gear version has the same funky beat and laid back stroll feel. - TT.



TIME GAL

game type:
ARCADE
1 PLAYER

MCD

Those Wolfteam chappies are howling again!

TIME GAL is the latest cartoon arcade to be converted to the Mega CD. You play Time Gal who travels to different time zones and has to overcome the dangers that face her there.

The demo at the start of the game gives you a taste of what is to come with Time Gal fighting off dinosaurs and vicious water beasts.

If the going is too tough then you can go to the option screen and up your lives to four and choose from easy, normal and hard difficulty levels.You can even listen to some groovy game sound effects.

On going into the game you find out what time zone you have entered. Then Time Gal appears and you have to follow the on screen prompts by pushing up, down, left or right or hitting a button to fire. You can also get on screen text prompts to choose from if you really lose your way. On losing all your lives you get the chance to continue up to three times.

The action is varied and the presentation good. TIME GAL offers plenty of scenes to work through and the random choice makes for a challenging game.

- TT

FAST FAX

PUBLISHER PRICE
SEGA £39.99

GRAPHICS 70
SOUND 75
PLAYABILITY 60

RAVES
Great cartoon graphics and sound

GRAVES
Little real action

OVERALL 60%

FAST FAX

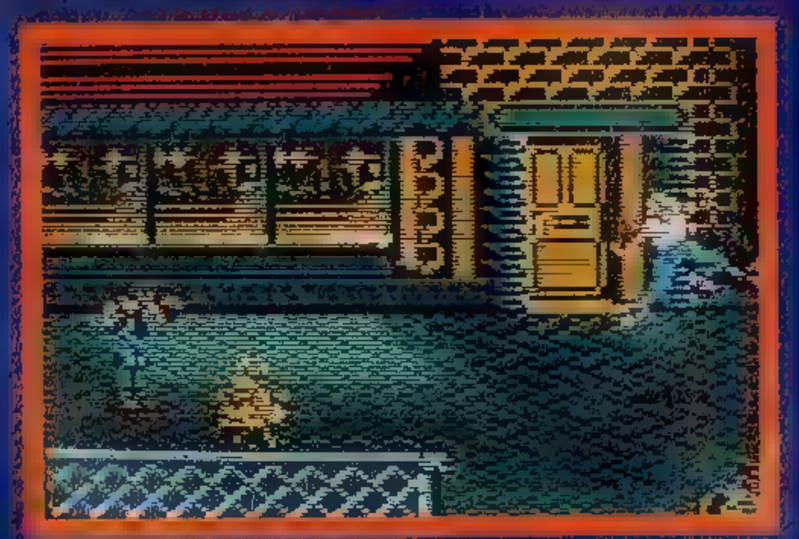
PUBLISHER PRICE
SEGA £24.99

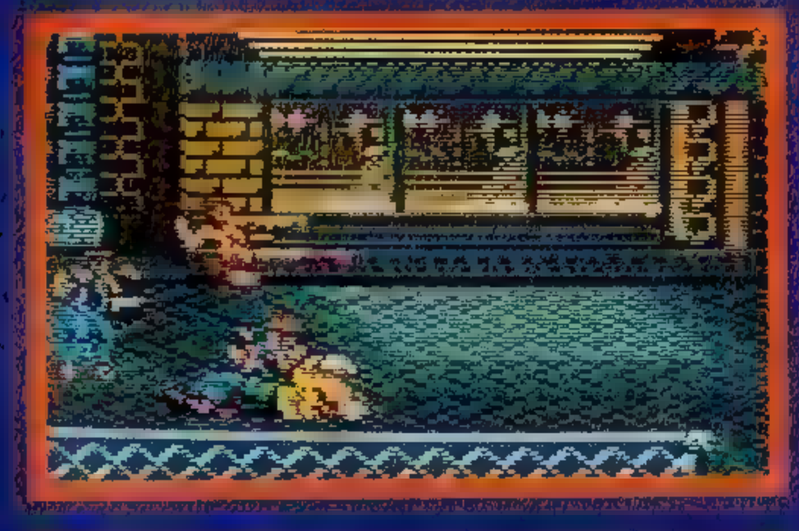
GRAPHICS 80
SOUND 80
PLAYABILITY 80

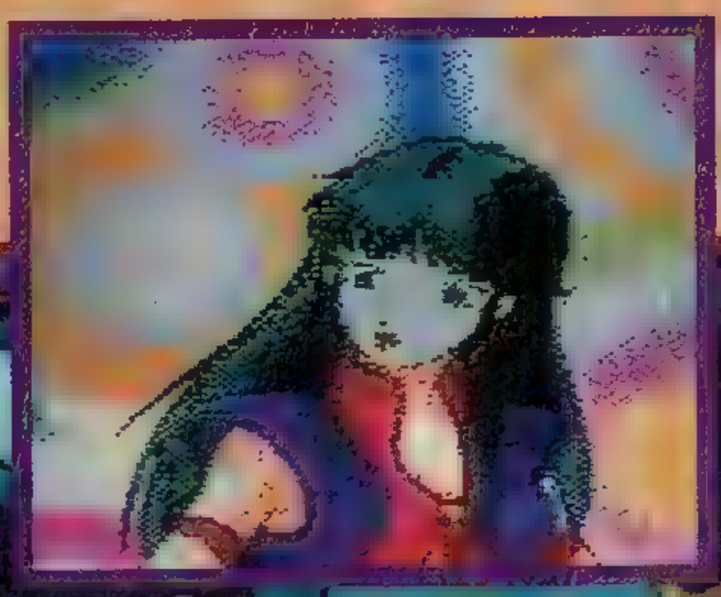
RAVES
Great graphics, sound, playability and presentation

GRAVES
Nothing but fighting action all the way

OVERALL 80%







• new for MEGA DRIVE • new for MEGA DRIVE • new for MEGA DRIVE •

THE ORIGINAL

Micro Machines

SCALE MINIATURES

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

"Arguably the best race game ever written"
Neil West, 92%
Mega magazine

"One of the best and most original games ever"
Look-In

93 PERCENT
"Probably the most playable game I've ever seen on the Mega Drive"
Games Master magazine

97 PERCENT PLAYABILITY
Mean Machines Sega

16-BIT CARTRIDGE

MEGA GAME

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?

soon for MASTER SYSTEM and GAME GEAR

Codemasters

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NIGHT IN IBAKARI PROVINCE, JAPAN.

HIS NAME IS JOE MUSASHI. HE IS IN THE STRONGHOLD OF HIS MORTAL ENEMIES, THE NEO ZEED.

THE ZEED, A RENEGADE NINJA GROUP, HAVE KIDNAPPED HIS LADY LOVE, NAOKO, AND HAVE HIRED THE BEST MARTIAL ARTISTS TO KEEP HIM FROM HER.

BUT THERE ISN'T A FIGHTER ALIVE THAT COULD KEEP MUSASHI FROM THE WOMAN HE LOVES.

Shinobi

The FEAR Pavilion part 4

IT IS A STAGE SET FOR A PEKING OPERA SHOW. MUSASHI STARES IN DISBELIEF.

HE KNOWS OF THE GREAT MARTIAL TRADITION IN CHINESE OPERA ...

Script: Alan McKenzie Art: Jon Haward Letterins: Ellie de Ville

TOK!
TOK!
TOK!
BONG!

HE RECOGNISES THE MONKEY KING IMMEDIATELY. THE CHARACTER IS THE BEST-LOVED OF ALL OPERA CHARACTERS.

KNOWN FOR HIS SENSE OF FUN AND HIS LEGENDARY KUNG-FU PROWESS.

BUT THIS IS NOT THE MONKEY KING.

JUST A NEO ZEED ASSASSIN IN A COSTUME.

TWANG!

WHAP!

JUST A HIRED THUG TO BE QUESTIONED, THEN BRUSHED ASIDE.

I HAVE COME FOR THE GIRL NAOKO. TELL ME WHERE SHE IS SO I MAY LEAVE WITH HER PEACEFULLY.

JON HAWARD

IT IS AS MUSASHI THOUGHT. NO WARRIOR OF THE **NEO ZEED** WOULD EVER BETRAY HIS NINJA MASTERS.

WHAPP!

INDEED, WHAT MAKES A NEO ZEED FIGHTER **UTTERLY** FEARLESS IS THE SURE KNOWLEDGE THAT NO FOE COULD EVER BE AS CRUEL AS THE SINISTER ONES WHO RULE THE **NEO ZEED**.

THWAPP!

IN THE NEO ZEED, THERE IS ONLY ONE CRIME. **FAILURE**.

AND ONLY ONE PUNISHMENT. SLOW AND TERRIBLE DEATH.

WHOKK!

HIRED THUG OR NOT, THE MAN'S KNOWLEDGE OF THE FAMOUS MONKEY-STYLE KUNG-FU IS **EXTRAORDINARY**.

EEEK! EEEEEEK!

IT IS THE FEAR OF THAT PUNISHMENT, AT THE HANDS OF THE FOUR, THAT DRIVES ANY NEO ZEED ASSASSIN EVER ONWARDS.

THWAPP!

A FOLLOWER OF THE MONKEY-STYLE WILL ROLL AROUND ON THE GROUND LIKE A REAL MONKEY, THEN LAUNCH SUDDEN ATTACKS FROM BENEATH HIS OPPONENT'S GUARD.

IT'S A VERY EFFECTIVE TECHNIQUE. BUT ONLY IF THE OPPONENT IS FOOLED BY SUCH OBVIOUS TRICKS.

WHAP!

THE MAIN DISADVANTAGE OF USING SUCH TRICKERY IS THAT THE TRICKSTER IS OFTEN EASILY TRICKED...

EEEEK!

SURE IN THE KNOWLEDGE HE'LL NEVER MAKE THE ASSASSIN TALK, MUSASHI CHANGES HIS TACTICS.

WHHMP!

HE CAN ONLY DEFEAT THE MAN AND MOVE ON.

BUT ONCE MORE THE SHADOW OF THE FOUR, THE NINJA EXECUTIONERS WHO COMMAND THE FOOTSOLDIERS OF THE NEO ZEED, HAS DEFEATED MUSASHI.

EEEK! EEK!

WITH THE COMBINED MIGHT OF THEIR ELEMENTAL POWERS, THEIR COMMAND IS ABSOLUTE.

EEK!

TIME IS RUNNING OUT...

MUSASHI MUST MOVE DOWN TO THE NEXT LEVEL AND DEFEAT HIS NEXT OPPONENT IF HE IS TO FREE NAOKO BEFORE SHE CAN BE TAKEN OUT OF HIS REACH ONCE MORE.

PERHAPS THIS TIME, MUSASHI CAN PRY SOME USEFUL PIECE OF INFORMATION THAT WILL HELP HIM FREE NAOKO.

LET THEM SEND THEIR BIGGEST WARRIOR. MUSASHI IS READY.

NEXT : THE BIGGER THEY COME ...

NEWS Zone ... CES Special Report

Sega's Show Sensations

Huge crowds flocked to Sega's CES stand in Chicago to witness the hottest new items in video gaming.

HOT HARDWARE

VR FOR THE HEAD

An actual finished, working VIRTUAL REALITY headset was on display, along with a not-quite-finished game. It is sleek and futuristic to look at with fully adjustable width and depth settings to fit even the biggest head. There's also a special focus control.

The good news is this beauty really delivers! Moving your head up, down, left or right shows objects all around you, most of which you can engage in battle.

The VR game on display was IRON HAMMER, a 360-degree shooting extravaganza. You control a radar scope and have to find and destroy swarms coming in from all sides. The picture is in 3D and there's full stereo surround sound.

Even in its unfinished state, the game demonstrated one thing - VR is coming to the Mega Drive and it is coming soon. Sega hope to have the system on sale around Christmas this year in the US at a price of about $200. It should be available in Europe soon after that.

ACTIVATOR FOR THE BODY

Sega's new ACTIVATOR controller was being shown off with STREETS OF RAGE 2 for the Mega Drive.

This unique 'total body' peripheral enables the player to stand in an octagonal frame. Leaps, kicks and arm movements high and low break beams of infra-red light and control corresponding moves on the screen. THE ACTIVATOR should be available in the US and Europe later this year. Price has yet to be set.

AWESOME ARCADES

SONIC FOR THE ARCADES

SONIC is coming to the arcades. A new SONIC arcade game console with a 50-inch screen was on show at the CES. The big news is that Sonic has a new sidekick in the game (no details as yet). You control, via a trackball and button, either him or Sonic - or together - as they battle Dr Robotnik across five different lands. You have to collect rings for energy as you beat nasties or leap around.

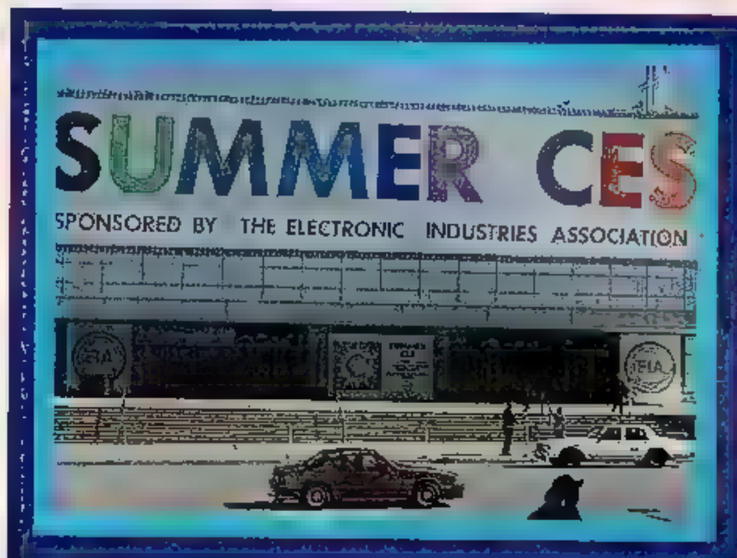
The graphics are beautiful and the action fast and super-slick. There are plenty of fun touches and the gameplay is fiendishly addictive.

WACKO'S WILD RIDE

One of the biggest hits of the show was the AS1 simulator. This mini-van size special simulator unit can hold up to eight people at a time.

The game on display was SCRAMBLE TRAINING, introduced by, of all people, Michael Jackson (oww!). He takes you through the three training stages in the space shuttle you are controlling - engine ignition, combat training and landing.

The graphics are straight out of STAR WARS and the AS1 lurches its passengers around on hydraulic jacks, providing a brilliant ride. Look for the AS1 in arcades later this year.



The USA is a great place to be at any time, but the place to be each summer is Chicago and the massive Consumer Electronics Show (CES). Here all manner of electronic wonders are revealed from car radios to home cinema systems to...video games!

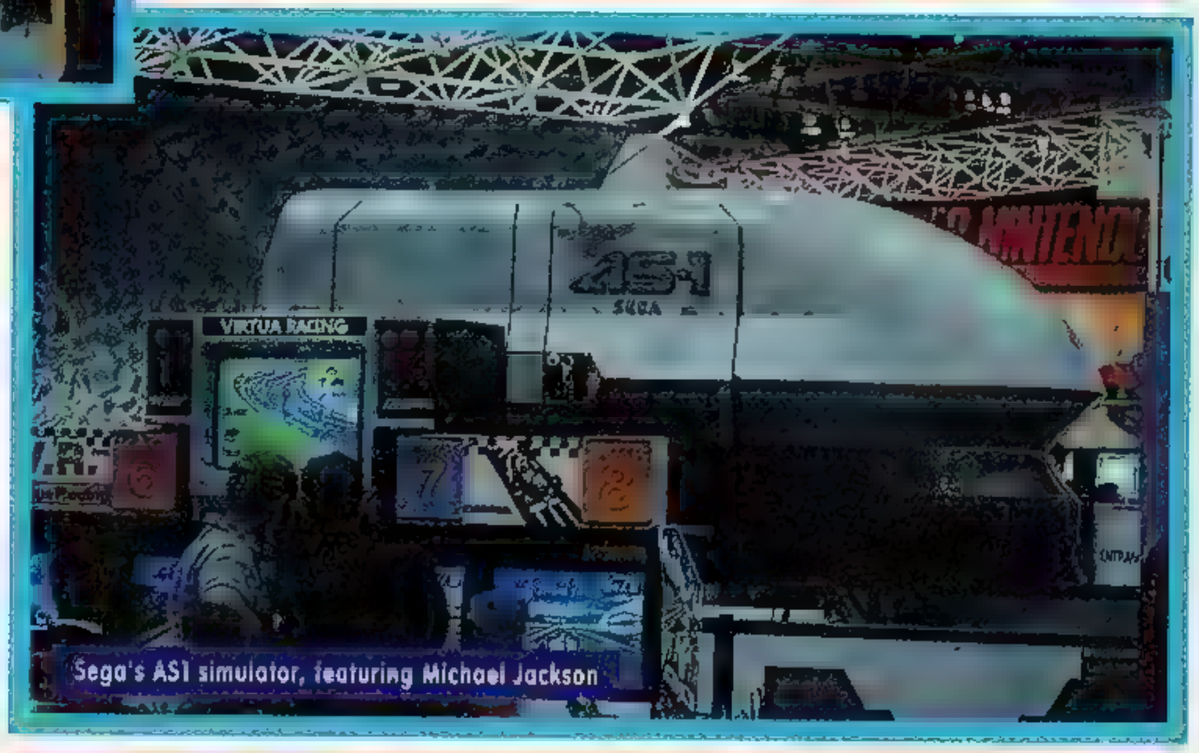
CES is the place all the major game companies show off the very latest hardware and software. There are also glimpses of amazing new technologies that could transform video gaming as we know it.

STC's super snooper, Tony Takoushi, was despatched to bring back the hottest news of new Sega developments.

A sneak, over-the-shoulder view of Sonic the Arcade Game

IS IT REAL OR IS IT CG2?

Probably the most gob-smacking hardware item at the show was the Indy Racing simulation called DAYTONA NASCAR GRAND PRIX. This showed off Sega's new arcade technology called the CG2 system. It is a 32-bit computer with the ability to produce 300,000 textured polygons with perspective texture-mapping and up to 900,000 vector calculations per second (meaning VIRTUAL RACING-style graphics but far, far better). I couldn't tell whether the images in this game were computer-generated or actual TV footage!



Sega's AS1 simulator, featuring Michael Jackson

Software on Show

New games by the ton at CES - many for the Sega systems

Most of these titles are so new that there is no definite word as yet as to whether they have been licensed for the European market.

MD

Winter Olympics from US Gold: Looking hot with great variety and playability.
Toe Jam and Earl 2: Coming along nicely. Stunning graphics and hot platform action.
Road Runner: Very, very early version. Graphics very good but limited gameplay.
Aladdin: Absolutely amazing with real graphics from the hit Disney film.
Eternal Champions: Sega America's first real attempt to produce a Street Fighter beater. The graphics are enormous and finely-detailed and coloured. Each character has a stack of hot moves and the early version on display was good and playable.
Jurassic Park: The summer's big movie has not been ignored by Sega and Nintendo, both had versions on display. Both companies have chosen arcade action as the style with a variety of dinosaur-beating weapons at your disposal. A neat touch is the ability on the Mega Drive version to choose between Grant and Raptor to get through the game.
Shinobi 3: Mega Drive version almost complete. Masses of new touches and skills to enjoy, from horse riding to surfing!
Ranger X: A scrolling shooter with great graphics and dozens of bullets to avoid.
Gunstar Heroes: One of the best shooters of 1993 is almost complete. It has the most incredible graphics and pulse-pounding action you will ever see. New software house Treasure has used special techniques to almost double the normal number of colours seen on the Mega Drive.
Dashin' Desperados: A one or two-player arcade game where you have to beat your buddy to get the girl. Full of sneaky surprises and really cute graphics.
Mortal Combat (Acclaim): Amazing! Graphics straight out of the arcades. Fast, smooth action.
Worth a quick mention: Spider-Man/X-Men, Battletoads Vs. Double Dragon and Rocky & Bullwinkle.

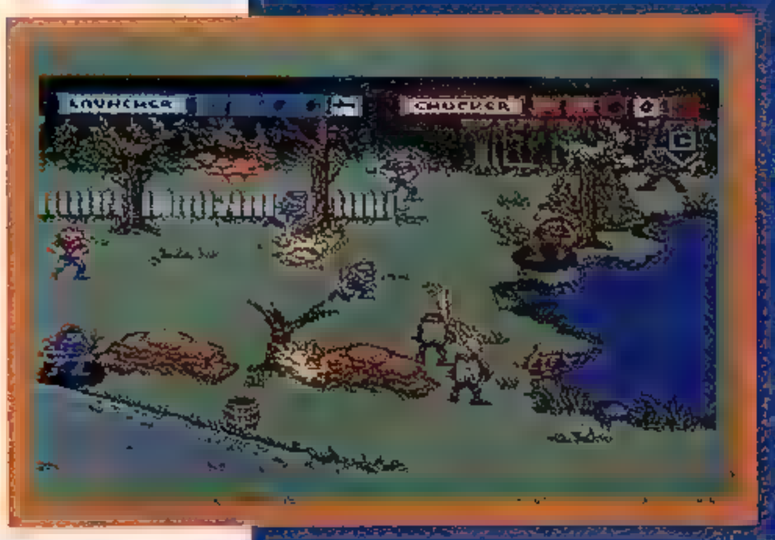
MCD

Stellar Fox: A 3D shooter from Dynamix with a tasty intro and pretty average gameplay.
Willy Beamish and Terminator - both from Virgin: Shaping up well.
Lethal Enforcers: Based on Konami's hit arcade game. The special pack for this game has its own yellow, moulded plastic guns which you have to shoot at the screen.
Rebel Assault: Hot Star Wars game from JVC. Brilliant film sequences and great shooting action.
Mad Dog McCree: Familiar to all you arcade afficionados, soon to be appearing on the Mega CD. No official release dates or prices as yet.

NEWS

Short Bursts

WAR IS HELLARIOUS



Meet Generals Chaos and Havoc. These characters lead the armed forces of Morinica and Viceria respectively, two of the most bitter enemies in the history of armed combat.

In an age where war is the ultimate sport you must help the generals by controlling teams, or squads of troops with flame throwers, bazookas or good old-fashioned hand-to-hand fighting techniques. Your goal is simple; conquer your opponent's capital by wreaking havoc over 50 different battlefields with some serious examples of firepower.

General Chaos is the new killer comedy combat game for one or two players from Electronic Arts for the Mega Drive. It's a game of total destruction featuring cartoon graphics and a gritty sense of humour.
Available in August, £44.99.

TECHNO NASTIES

In a time yet to come, the forces of technology and magic clash. It falls to Ronaan, Wizard Prince of the Inner Realm, to defend his land from the invasion of the Techlords. He must drive out the demons, pursue them through the portal into the unknown Outer Realm, discover their source and destroy them.

Ronaan has over nine different combat spells and four non-combat spells at his disposal for battle over the seven worlds of the Outer Realm. There are also two trusty bodyguards, Chazz and Farrg, to help him. The player chooses which of these two will accompany him as a computer-controlled ally. Ronaan can also call on Indar, a magical falcon that can scout ahead to find the enemy.

TechnoClash is an epic adventure from Electronic Arts. Over 60 levels of near-top-down perspective battle action await as well as challenges to complete certain tasks. TechnoClash will be available for the Mega Drive in August, £44.99.

SONIC 2 BY THE BOOK

Prepare to learn the real inside info on Sonic the Hedgehog 2, with probably the best book ever written on the game (er...is that what you wanted me to say, Tony?). Written by STC's own Tony Takoushi it is the definitve walkthrough guide to Sonic 2, with detailed maps and full written description of how to get through the game.

There are also special sections and exclusive pictures of zones never before seen in Sonic 2. The Wood Zone and Hidden Palace Zone were in the development versions of Sonic 2 but were later dropped. Exclusive pictures and the real cheat screen are all revealed.

For those that cannot wait there is also an exclusive preview of the CD Sonic the Hedgehog with descriptions of how it plays and how it is different from the Mega Drive version of Sonic 2.

Sonic the Hedgehog 2 is the first of the Sega Solid Gold Guides from Hippo books. Other games will be featured in future guides. It's on sale June 18th at a reasonable £3.99.

(Okay, Tony, that's another fiver you owe me. Tony? Where'd he go?)

GRAPHICS Zone

Well, Boomers, you've done it now. What? I'll tell you. You've sent in so many drawings to STC that we don't know what to do with them! Well, the humes-who-think-they're-in-charge don't know what to do. An intelligent droid like myself knew what do to straight away - open up a special new zone to display your fab works of art. Welcome to the Graphics Zone. Every drawing printed here wins a groovy Sonic 2 badge.

Michelle Fraser, Southwick West, Sussex. MD owner. Sonic badge winner.

Elliot Jay Stocks, Orpington, Kent. Would-be MD owner. Sonic badge winner.

David Hinton, Kidderminster, Worcs. Sonic badge winner.

Anthony Austin, Maidstone, Kent. MD owner. Sonic badge winner.

Barry Aldridge, Stockport, Ches. MD owner. Sonic badge winner.

Sonic's girlfriend, **Sonique (?)** by Ben Cook, Great Dunmow, Essex. MD owner. Sonic badge winner.

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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz

Silica Systems are pleased to present an upgraded version of the Mega PC, called the Mega 'Plus'. This has been upgraded with the revolutionary 486SLC 33MHz CPU, manufactured by Texas Instruments and jointly developed with Cyrix. This chip is a 33MHz 486 instruction set compatible micro processor with a 32-bit internal data path, 1K internal cache and power management features. Power meter aggregate MIPS performance is increased by up to 2 times and it boasts an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 benchmark. This is almost 3 times as fast as a 386SX - 25 CPU (see Landmark Speed Chart above). The 'Mega Plus' 486SLC 33MHz PC comes in two versions - 40Mb hard drive with 2Mb RAM at £799+VAT and 130Mb hard drive with 4Mb RAM at £899+VAT

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The Legend of the GOLDEN AXE

Citadel of Dead Souls

Part 4

Script: Mark Eyles Art: Mike White Lettering: Richard Bird

AX-BATTLER AND GILIUS-THUNDERHEAD HAVE BEEN AMBUSHED AT THE ENTRANCE TO CORPSELANDS. INSIDE TYRIS-FLARE IS ABOUT TO BE SACRIFICED.

DEMONS OF DEATH- KILL MY ENEMIES!

UH- YOU WON'T STOP US THAT EASILY, UL-TIMA!

ACK-A-CLACK!

THESE GUYS LOOK AS HUNGRY AS I FEEL!

SSTCHKSSH

TOK!

TAK!

TEK!

TEKA

DOK

OUT THE WAY, SKINNY!

THE SUN RISES. THE SACRIFICE BEGINS. TYRUS-FLARE WILL DIE!

WRONG, WITCH! GILIUS- MID-LEVEL SPELL!

POWER OF EARTH, I COMMAND THEE. DESTROY THE BONEY ONES AND UL-TIMA!

EEURGH!

THUD!

KRACKRUNCH!

YOU GOT THEM, GILIUS!

WITHIN CORPSELANDS, AN EVIL CEREMONY BEGINS IN FRONT OF **DARK GULD'S TOMB.**

DEMON LORD OF THE DEAD, BY THE POWER OF THE **GOLDEN AXE** AND THE BLOOD OF **TYRIS-FLARE**, I, THE SORCERER **BLACKSPELL**, COMMAND YOU!...

SUN RISING - NOT A MOMENT TOO SOON. CAN FEEL MY MAGIC STRENGTHENING...

...AND ACCEPT THIS SACRIFICE OF ONE WHO SENT HIM TO YOU.

MUST CONCENTRATE...

...SEND **DARK GULD** BACK TO US...

HHHHHH

POWER OF FIRE I COMMAND THEE. BURN THE ROPES THAT BIND ME.

DEMON LORD, TAKE THIS FEMALE!

CLOSE!

KKCHANG6!

RAAAA!

THE HORROR!

THE AXE!

NO, I-I COMMAND YOU...

UHHH! MOVE, ROT YOU!

THE HORROR!

STOP, I- GRAKK

HAH! GOT IT!

HEE, HEE! GET WOMAN! CLUB, CLUB!

BACK, YOU BRAINLESS CHIMP!

LOOKS LIKE WE'RE NOT NEEDED.

SHE ALWAYS DOES MAKE A SPECTACLE OF HERSELF

STILL, SUPPOSE WE'D BETTER HELP.

GORGON'S ARMPIT! COME ON, I'LL FINISH YOU *ALL!*

YOU HEARD THE LADY, DON'T BE SHY!

OOFF! WHA-? WHO?

SHE'S REALLY QUITE TIMID- USUALLY!

RARGG!

UHH!

UFF!

HAH! A SIMPLE FLYING KICK WILL TAKE CARE OF YOU!

SUDDENLY...

UGRUGRUGRODO! RORAIEEE!

THE TOMB! SOMETHING AWFUL'S HAPPENING!

THE WHOLE PLACE IS SHAKING! HIT THE DIRT!

RRATOOM

N-NO, YOU MUSTN'T - AEEEH!

YOU TORE ME FROM MY REST---

NOW I MUST *LIVE!*

NO! THE SPELL IS NOT COMPLETE. YOU MUSTN'T---

LET'S WASH OUR HANDS IN BLOOD, SORCERER.

COMPLETE THE SPELL. KILL TYRUS-FLARE, AX-BATTLER AND GILIUS-THUNDERHEAD

DEMON'S BLOOD!

IT CAN'T BE HAPPENING -

LOOK!

NEXT ISSUE: FIREDRAKE FELL.

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Now the Jurassic Park™ toys are here. With incredible life-like figures from the film. Plus the awesome Jurassic Park™ Command Compound, with electronic fence and surveillance system. They're big, they're vicious, they're out! They're Jurassic Park™ Dinosaurs. Catch them now!

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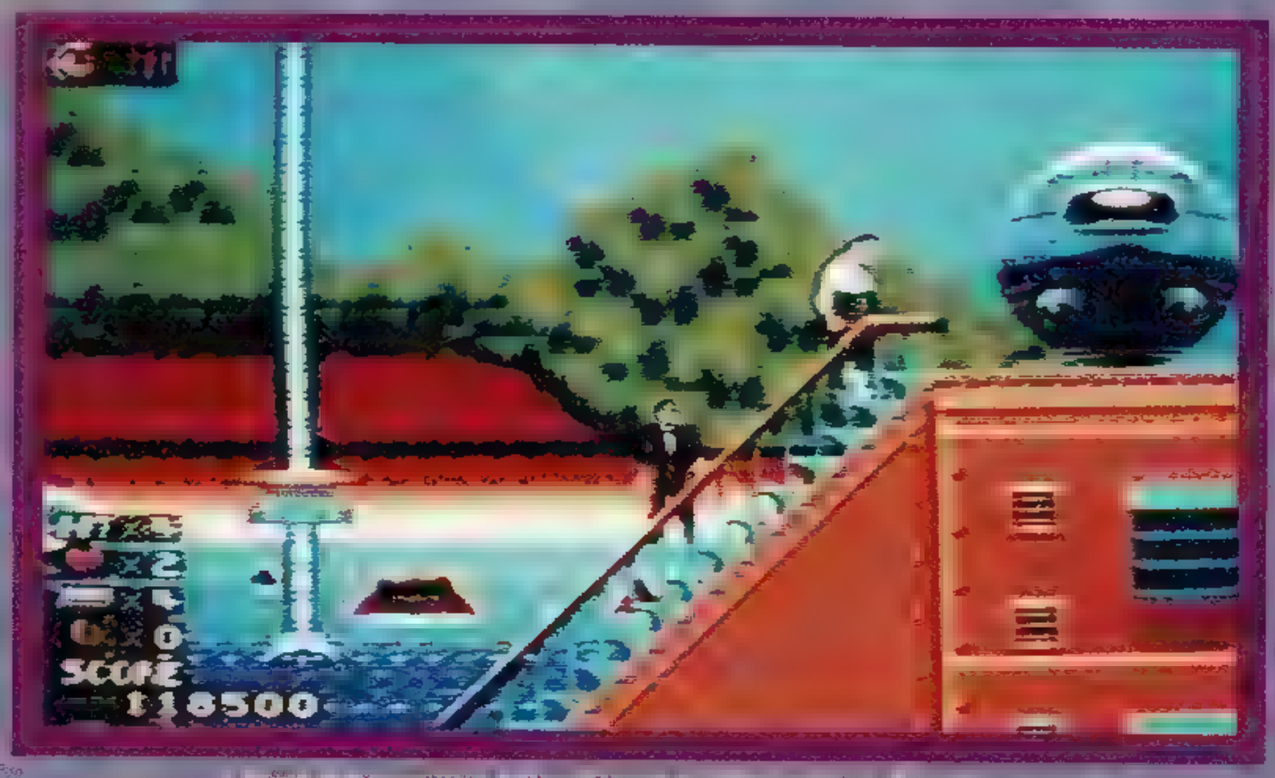
Q Zone special

JAMES BOND
THE DUEL
THE SOLUTION

The Mega Drive version of James Bond - The Duel (STC 1 - 79%, Domark £39.99) is a fine platform game. Q Zone brings you the solution, and how to help 007 save the world once again!

Level 1
3 HOSTAGES



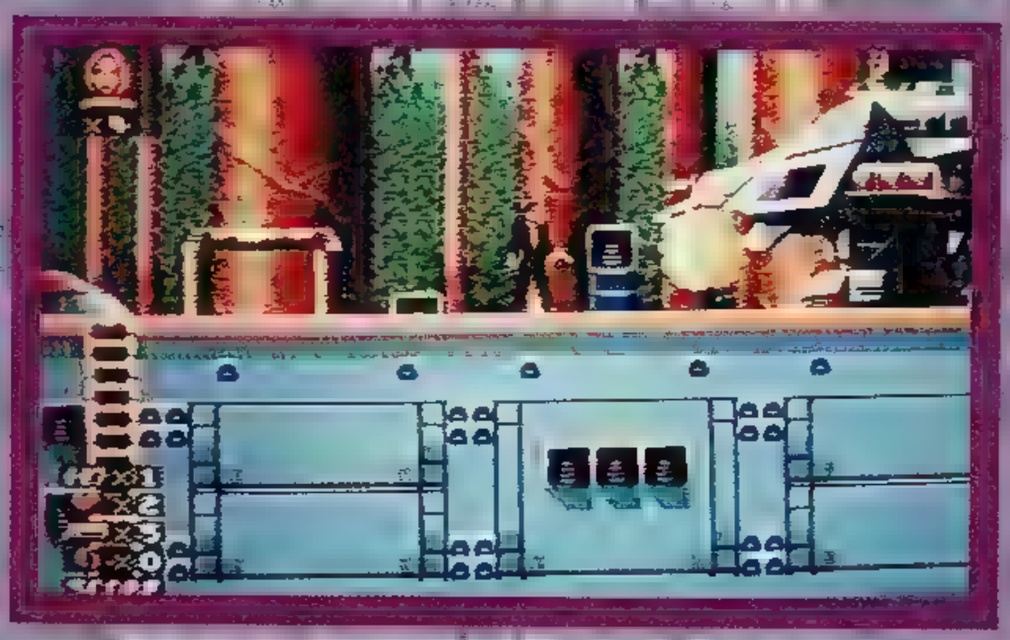
Start by going down the ladders where the arrows are, then go right. Once the first girl is rescued go back to the start. Now go up the next ladder and walk across the top of the boat, get the second girl and climb down the ladders. Run down the steps and keep going right. Climb down the next ladder and walk slowly to the right. Shoot the guard, and as soon as you see the submarine quickly run to the left to avoid being hit. Now climb up the ladder to your right, and run watching out for the guards as you go.

Go down the next ladder and onto a boat. Walk to the right edge, and shoot the guard on the next one. Then jump right, and right again. Climb up the ladder, and run left. Pick up the Q Case, then go right to the end and climb up the ladder. Run left, being careful in jumping the gaps. Go up the next ladder, go right, then up another ladder to collect the final girl.

Now go right, and down the next ladder. Jump over the bomb, jump on the next platform, kill the guard, then travel down the lift. Now stand on the steps, and shoot the guard by firing up.

BOSS ONE JAWS

Jaws will keep walking left to right. Stay on the steps and keep firing up when he comes near. Repeat until he is dead, then collect the heart for vital energy. Go back and activate the bomb, return to the steps and run right. Stand about an inch from the lift shaft and jump on. Go left to Exit at the bottom, and jump onto the submarine when it appears.



Level 2
7 HOSTAGES

Wait, then kill the guard. Jump across the pit, and climb up the first tree. When you see the rope jump onto it and go left to rescue girl one. Continue climbing up the trees to the green ladder and go up to rescue girl two. Climb down and go right to the top platform.

BOSS TWO
VOODOO DOCTOR

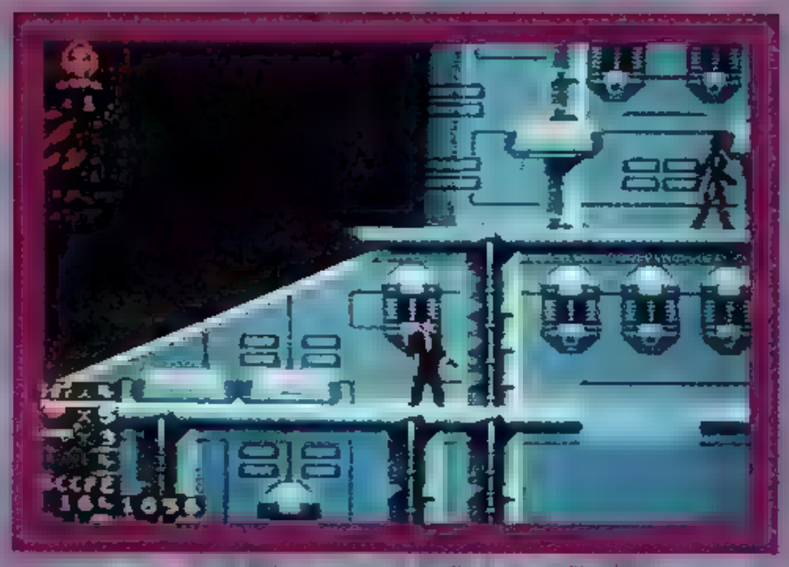
Walk to the right slowly, and stay crouched down. The doctor will come out of the ground and start firing at you. Keep shooting until he is dead. Go right and climb up the next tree to rescue the third girl. Go back past the dead doctor, and climb down into the second room. Walk left into a chamber, and up the ladders for the fourth girl. Climb down and go right. Climb to the 1st branch of the next tree, and jump right avoiding the pit. Walk right, fall into the next pit, rescue the 5th girl and climb up the ladders. Walk left, climb up the ladder and collect the Q Case to the left on the 1st platform. Climb to the very top and walk slowly right.

BOSS THREE
MOTHERSHIP

Keep firing at the ship, but keep out the way of it's fire. Using your grenades will help. Once gone, run to the right and jump to the far side of the air jets. They will throw you onto a tree branch. From here go right to rescue the 6th girl. Drop down to the ground, and walk left to get the final girl. Go right and up a slope. Wait for the lift to go down and jump on it. At the bottom go left to activate the bomb, then right to the end to level 3.

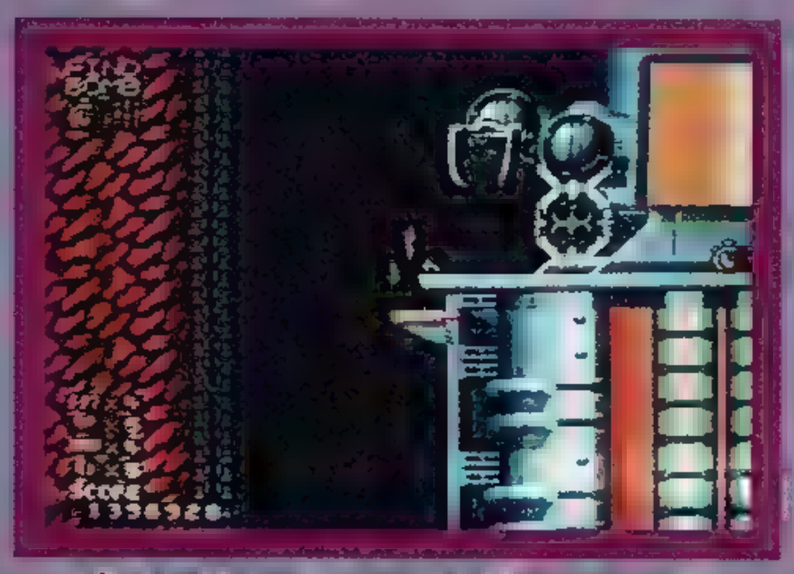
Level 3
4 HOSTAGES

Get on the lift and go to the top floor. Run right, and down to rescue the 1st girl. Go all the way back, and take the lift to the bottom floor to rescue the 2nd girl. Walk right, and jump onto the moving platform. Make sure you jump onto the island in the middle to avoid the bombs. Once across, walk right and up the ladder. Once at the top, take the lift up to the next platform and go left to get the 3rd girl. Go down on the lift and jump right over the gap. Be careful not to get hit by the bombs. Climb up onto the next platform.



BOSS FOUR

Stay where you are and keep shooting up at her until she is dead. Climb up and collect the heart, then walk right near the lava. When the trolley comes along, jump up to grab onto it. Drop of it and land the right hand side of the guard, immediately shoot him and climb down the ladders to save the 4th girl. Go all the way back to the main platform, then go left and up to get on the lift. Get off on the next platform and collect the Q Case. Go all the way up to the top of the building.



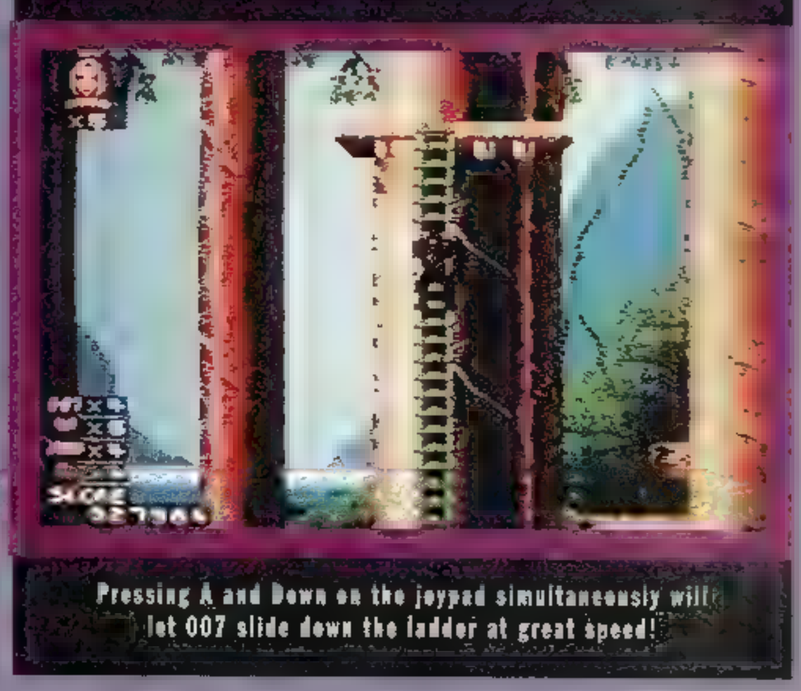
BOSS FIVE

Make sure you stand on the left hand side of the last lift going up - this way you don't get hurt by the boss. Jump onto the platform and keep shooting until it blows up. When it's gone, set the bomb off and run like mad to your right and climb down all of the platforms. Then go right and up. Jump on the trolley to get to the right and it's level 4.

Top Tips

Climbling down the ladders is very slow. A better method is to press A and Down. This will take you down at speed. When the guards are around, the best way to avoid being shot is to press Up in the doorways. The guards will pass you without noticing.

Always pick up the extra ammo after shooting a guard, they really come in handy! Another good way of killing the guards is to crouch down when one approaches. They can't kill you, but you can kill them.

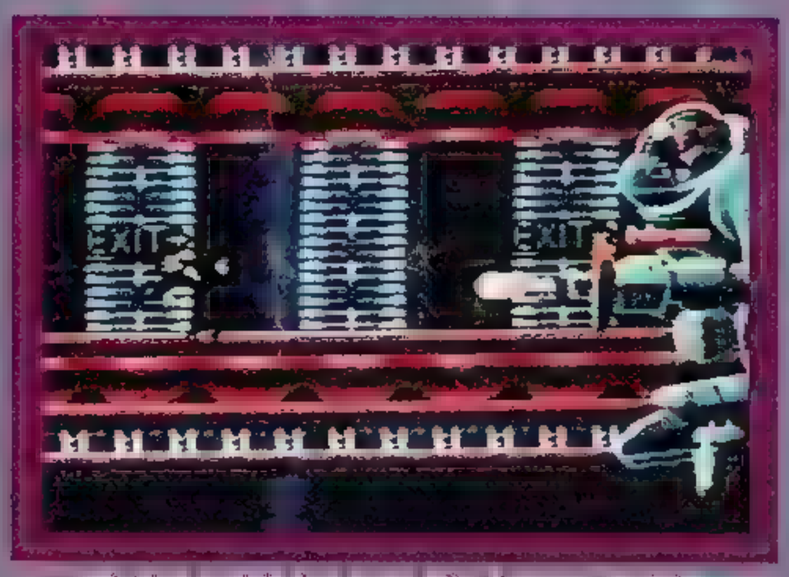


Pressing A and Down on the joypad simultaneously will let 007 slide down the ladder at great speed!

Level 4
5 HOSTAGES

Run right until you come to the end. While doing this be very careful when you jump across the platforms - timing is very important to avoid the fireballs. Make sure your reflexes are fast to shoot the scientists as they are very quick on the draw. Once you are at the end collect the Q Case and go up the ladder to rescue girl one. Jump left and go up the lift. Shoot the guard, jump right, and go up another lift.

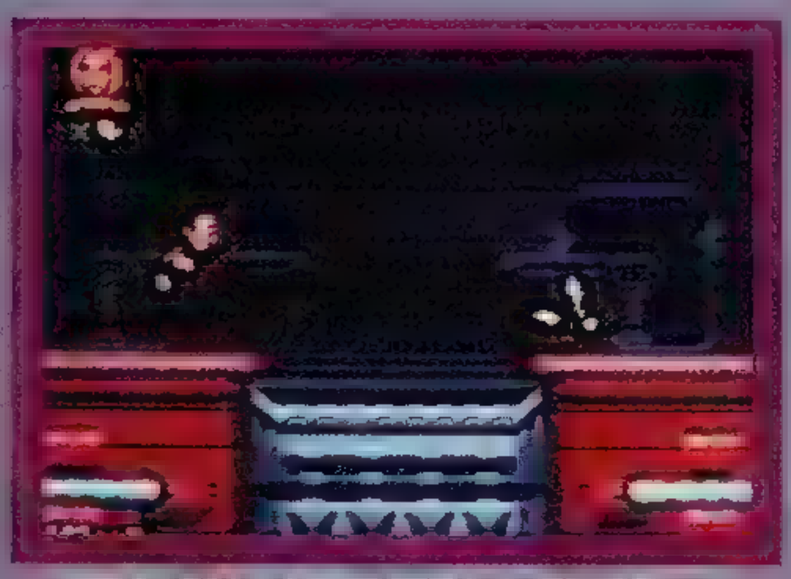
Run along to the left until you come to the third fire jet. Again jumping across each one is based on perfect timing. Don't jump across the 3rd jet.



BOSS SIX

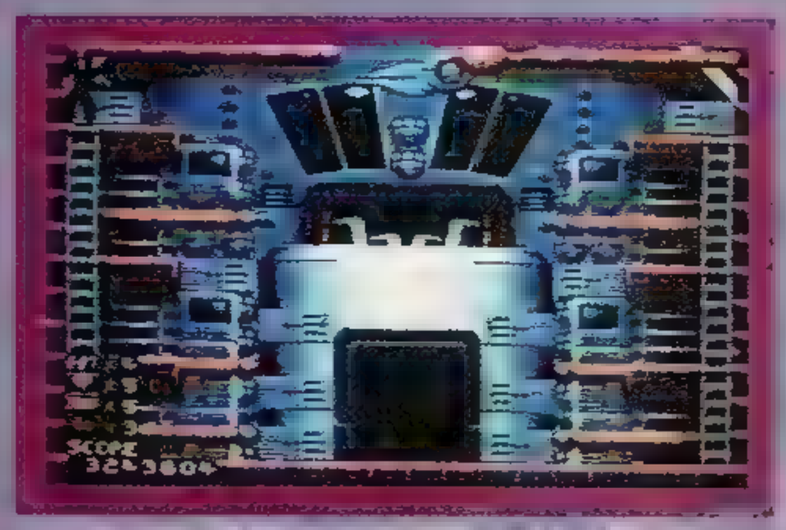
Stand crouched down on the edge, this way Oddjob won't be able to hit you when he throws his hat. When he comes to the edge on the other side, keep firing until he is dead then jump across. Continue left and up the next ladder. Go left into a corridor and collect another Q Case at the end. Now go to the top and get the 2nd girl. Climb down, go right and jump onto the space shuttle. Travel across to the right until you come to another corridor. Go along and collect another Q Case, then climb up the ladder. At the top go left across the top of the shuttle. Go to the end of the next corridor to get girl 3.

Go up the lift and at the top you will find the fourth girl. Go right and up the next ladder. Run left to get the last girl. Set off the bomb, climb up the ladder and run right.



BOSS SEVEN

The time limit is fairly strict here so you need to act fast. Keep throwing your grenades at him and shooting, but watch out for his laser fire. Back off when he shoots then attack again. Repeat until he has gone, then run to your right to meet your final challenge.



FINAL BOSS

Jaws has somehow come back from the dead after killing him on the first level to try and stop you. He quite kindly throws out ammo from time to time so be quick to pick this up.

He is actually very easy to destroy. Just go straight up the ladder and stand there shooting. Jaws cannot touch you from here, so after a number of hits he will blow up and that blonde will appear. Climb down and go up to her for that long-awaited kiss!

SHION THE WONDER BOY IS TRYING TO STOP A BAND OF DEMONS FROM DEMON WORLD KIDNAPPING THE PEOPLE OF A FISHING VILLAGE.

DON'T RUN. *FIGHT* THEM!

WAAHH!

WONDER BOY

In DEMON WORLD part 3

LOCK HER UP WITH THE REST.

YAAA!

GRIMOMEN, YOU CAN'T WIN!

WELL WELL. IF IT ISN'T *'WONDER BOY'*. YOU FIGHT WELL ENOUGH.

SHION. MY NAME'S *SHION*.

FZAAA...

YOU'D MAKE A GOOD WARRIOR IF YOU COULD CONTROL YOUR TONGUE.

LET THE VILLAGERS GO. *OR ELSE.*

Script: Mark Eyles Art: M. DJ. Boyann Lettering: Steve Potter

FZAAAK!

YOW! MY HAND!

HE'LL CAUSE YOU NO MORE TROUBLE, LORD!

DOKK

UUNG!

TORCH THE HOUSES. BURN EVERYONE OUT.

QUICK... WHILE THEIR ATTENTION IS DIVERTED...

OH, WHAT HIT ME -?

PREPARE THE WAGONS FOR *UNDERWATER TRAVEL*. WEAVE WATERTIGHT SPELLS AROUND THEM.

UURR? MY HAND... THE DEMONS... STOP THE DEMONS...

WAKE UP.

WHERE?

HURRY. WE'LL HAVE TO GO DOWN HERE. WE'VE NO CHOICE.

IT'S A SMUGGLER'S TUNNEL, GUARDED BY A WORM.

FOODSSSSSRRR

THAT'S *SOME* WORM!

A WORM?

QUICK. YOU'VE GOT TO KILL IT.

RRRSSSSSYUMM

STAY BACK – MAGIC AT WORK!

YOU GO AFTER THE DEMONS. I'LL GO BACK AND SEE IF ANYONE'S LEFT.

YOU SAVED ME...

...AND I DON'T EVEN KNOW YOUR NAME.

ASK FOR *BAILA*. WHEN YOU GET BACK.

TAKE THIS. LOOKS LIKE YOU'RE GOING TO NEED IT. IT LETS YOU BREATHE UNDERWATER.

ERR, *THANKS* BAILA.

THE WAGONS! THEY'RE DISAPPEARING INTO THE *SEA!*

BUT HOW - ?

MAGIC. THEY'RE *SEALED* BY MAGIC.

MY HAND FEELS *WEIRD*. THAT DEMON BLAST REALLY CAUGHT IT!

SUDDENLY -

YIKES!

DOUBLE BUBBLIN' TROUBLE!

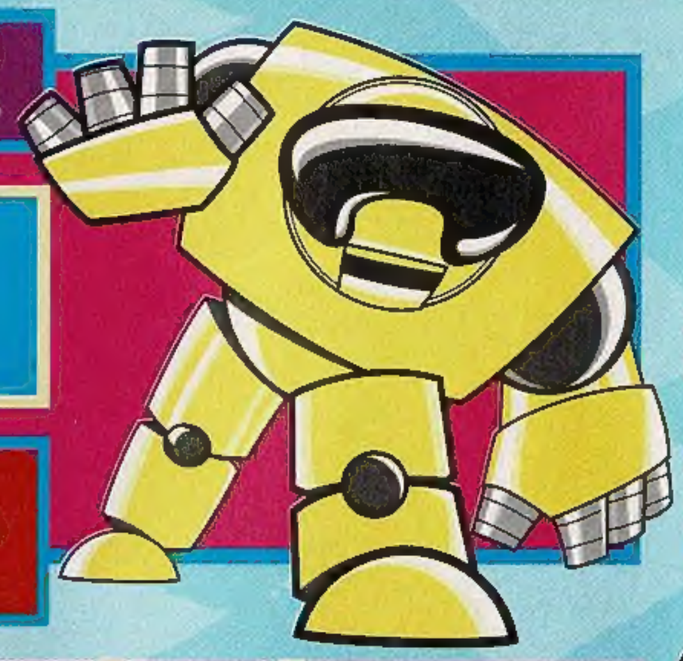
NEXT ISSUE : **ATTACK OF THE KILLER TOADSTOOLS!**

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!



Convert

Dear STC,

I think your mag is brilliant. I have got a Nintendo but I think Sega is a thousand times better.

First I wanted a Game Boy, then a Super Nintendo, but now I want a Mega Drive.

OLIVER DEAN, BOURNEMOUTH. MD WISHER. SONIC BADGE WINNER.

Nintendo? Sorry, is this some kind of system I am not aware of? Do they do video games as well?

Worth It

Dear STC,

I love it! Snazzy reviews, brilliant comic strips - STC is filled with news, info, wicked tips and cheats and all for 95p. With some computer mags costing up to £3.00, STC is well worth the money.

PETER WALDRON, EYDON, NORTHANTS. MD OWNER. SONIC BADGE WINNER.

True, Peter, true. You also don't get to suffer with loads of pics of strange-looking humes in STC. Just wonderful me, Megadroid.

GAME GEAR HEROES
Andi Roberts, Altrincham, Ches. GG owner. Sonic badge winner.

Sad Case

Dear STC,

Come on! 95p for a measly 36 pages of rubbish! For £1.95 I can buy 134 pages of a great Sega magazine.

Dr Robotnik's 'egg' jokes are completely sad and aimed at 6 year-olds, who aren't in general as 'into' Sega as, say, the 9-14 age group. Sonic is hard and strong. The way he is drawn anyone would think Luigi could beat him up! Robotnik, who is meaner than Doomsday from the **SUPERMAN** comics, is drawn as hard as My Little Pony!

The Review Zone: How can you say **TOM & JERRY** has better graphics than **ROAD AVENGER**? Try giving the games a rating on lifespan - something most Sega games lack.

SHINOBI is well 'ard but a bit too complicated for your average 6 year-old.

You're obviously not going to print this letter because you're so bloody chicken.

S MORRIS, LONDON. SONIC BADGE LOSER.

Yeah, yeah. That's a very boring, old challenge, S (why didn't you give your real name?). This sad case prattled on forever about what he didn't like about STC no.1 and achieved the distinction of being the only negative letter out of the thousands we received. Boomers from 8 to 28 loved STC - including 6 year-olds who had no problem with Shinobi!

ROBOTNIK THROWS A FIT
John Mulcreevy, Birmingham. MD owner. Sonic badge winner.

Poet's Corner

Dear Sonic,
I've written a poem about your fab new mag.
Sonic The Comic is really cool
Every fortnight when I get home from school
Go to the shop and get my copy
And read and read 'cos I can't stoppy

JONATHAN CORDELL, WATFORD, HERTS. GG OWNER. SONIC BADGE WINNER.

'Stoppy'? What kind of language is that for an educated hume? Still, I must admit it does scan nicely, Jonathan.

Oldfash Attack

Dear STC,

This letter is about Mr Oldfash who made that really awful comment about your mag in the first issue. All I can say is I hope he is reading this because I just hope he falls flat on his face. I think Sonic The Comic is the best.

DORIAN BEADLE, DEVIZES, WILTS. SONIC BADGE WINNER.

Thanks, Dorian. You weren't alone in wanting to re-arrange Mr Oldfash's facial features. I have a feeling Oldfash is reading this and will be heard from again!

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!

NEXT ISSUE

THRILLS TO THE MAX WITH THE VIDEO GAMER'S COMIC!

SONIC IN SPACE!
Danger on the Death Egg satellite!

GOLDEN AXE IN THE AIR!
Caught by the bird of prey!

WONDER BOY UNDER THE SEA!
Riddle of the bubble jungle!

SHINOBI IN TROUBLE!
Stomped by the Stilt Man!

PLUS

New-look charts!
Now featuring Mega CD hits!
The latest news, reviews, charts, hints & tips and many more surprises!

SONIC THE COMIC No.5
on sale Saturday 24th July

Only 95p

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 4 OF STC?

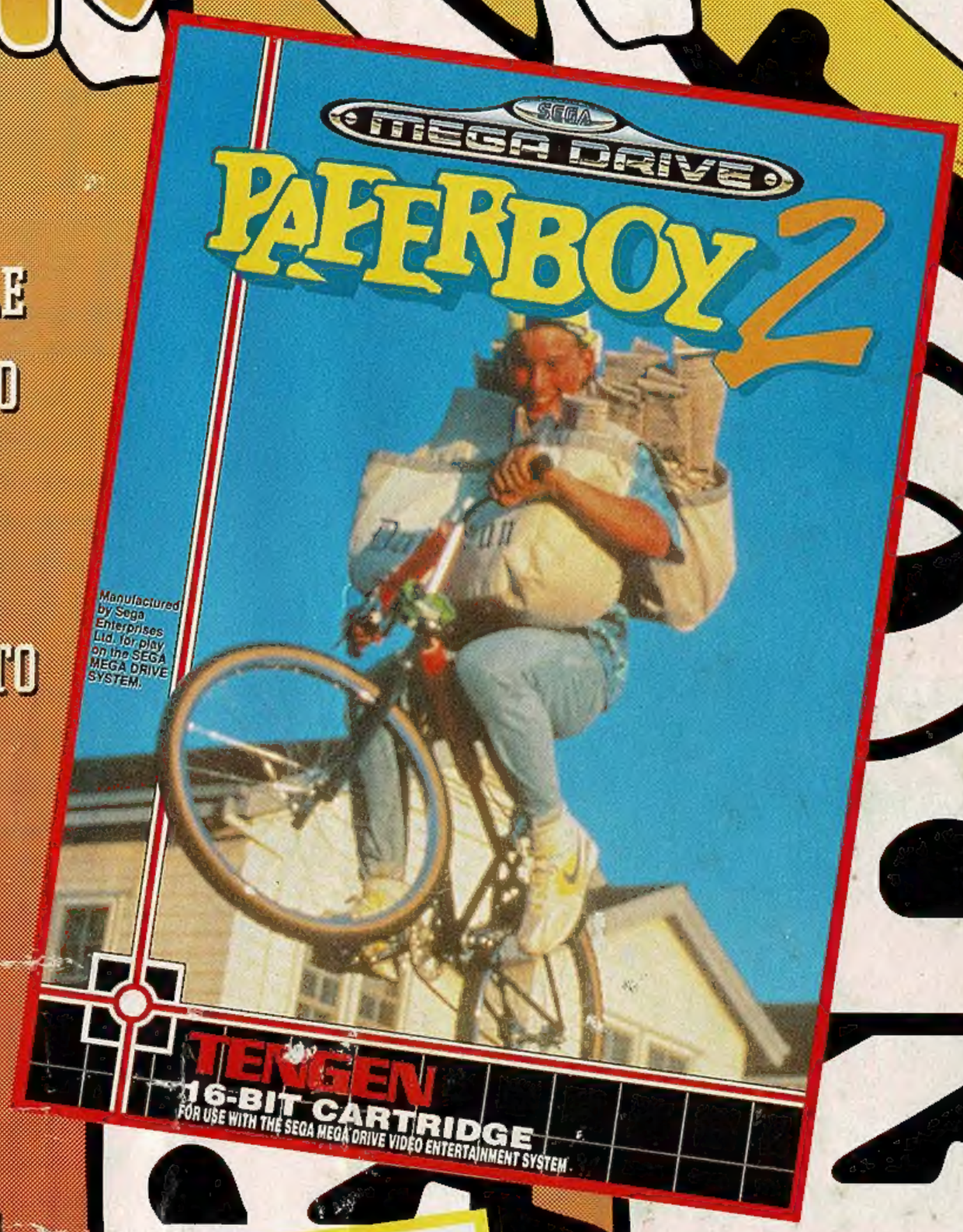
☐ %

ON YER BIKE!

THE QUESTION IS CAN YOU HANDLE PAPERBOY 2 AN AWESOME SEQUEL TO ARCADELAND'S MOST POPULAR BIKE RIDE?

MORE CUSTOMERS TO DELIVER TO (BOTH SIDES OF THE STREET), *MORE* NON-SUBSCRIBERS TO ANNOY, *MORE* OBSTACLES, *MORE* MEANIES AND *MORE* EXCITEMENT THAN EVER BEFORE.

SO GET ON YER BIKE...AND RIDE!


SEGA
MEGA DRIVE
PAPERBOY 2
Manufactured by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM.
TENGEN
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM.

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SEGA MEGA DRIVE

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